

INTRODUCTION

Welcome to the City of Eugene Athletics Program soccer league.

Our purpose is to offer you an opportunity to participate and have fun in a quality soccer program, at whatever level you may desire.

We realize that individuals and teams are interested in various levels of competition and we hope that our program offers an outlet in which these can be fulfilled in a positive manner. We ask your assistance in helping to keep the program in the proper perspective for the benefit of the players, officials, and spectators.

We strive to conduct a program that is well organized, one that offers quality playing facilities and officials, and one that is fair to all individuals and teams that are involved.

Your suggestions and recommendations are always welcome so that we may continually work to improve your program.

Best of luck to your team. Have an enjoyable season!

ATHLETICS STAFF

Athletics Manager.....	Dave Battaglia
Athletics Program Supervisor...	Janet Whitty
Office Coordinator.....	Karen Meats
Commissioner of Officials.....	Bob Tunison

Soccer Advisory Committee ...	<u>Men's</u>
	Dave Barta
	Steve Coxon
	Patrick Kouba

	<u>Women's</u>
	Shila Dennehy
	Amy Harwood

	<u>Coed Rec</u>
	Amy Parmenter

Men's, Women's, and Coed Soccer Leagues

Rules & Regulations

2006-2007

All soccer leagues will abide by the 2006 FIFA rules and/or the following regulations:

I. OBJECTIVES OF THE PROGRAM

- A. To provide an opportunity for interested individuals to play soccer in an organized manner.
- B. To provide wholesome recreational play and not merely to declare a league champion.
- C. To adequately meet the scheduling needs of a wide range of player ability levels.

II. MANAGEMENT AND AUTHORITY

- A. The general management of the soccer program and all teams involved in each league shall be the responsibility of the Athletics Program, and final authority on any matter pertaining to the program resides with the Athletics staff. Any concerns regarding the program should be directed to this area.
- B. If more teams are needed to fill any league, the Soccer Advisory Committee and the Athletics staff have full authority to take whatever measures deemed necessary to create a balance among all the leagues to involve as many teams as possible in the program.
- C. Upon entering a league, each team and all players agree to abide by the rules and regulations stated in this rulebook.

III. FEES AND REFUNDS

- A. No team fees will be refunded after registration has taken place, unless a replacement team is found.
- B. Money (fees) will not be refunded to any player or team expelled from the league.

IV. DEFINITION OF SOCCER LEAGUES AND SEASONS

Leagues

- A. Men's Competitive League: Top level soccer, providing an opportunity for competitive play.
- B. Men's C League: Various skill levels with strong recreational emphasis.
- C. Men's 35+: Seven-a-side soccer for players 35 years and older with strong recreational emphasis.
- D. Women's B League: League of various skill levels offering recreational competi-

tion.

- F. Women's Rec League: Seven-a-side soccer for the novice player with a strong emphasis on safety and fun.
- G. Coed Leagues: Three to four leagues of various skill levels with a strong emphasis on recreational play.

Seasons

- A. Fall: Mid-September through mid-November. Men's, women's and coed leagues play Sunday and weeknight games.
- B. Winter: Late January through February. Coed "hat-draw" recreational league plays Saturdays.
- C. Spring: Late March through early June. Men's, women's and coed leagues play weeknight games.
- D. Summer: Mid-June through July. Coed leagues play weeknight games.

V. PLAYER ELIGIBILITY

- A. **Age Requirement:** Players must be 18 years old. Exception: Players may be 17 years old for the Women's top league and the Summer Coed top league. Current varsity high school players are not eligible to participate during their soccer season. For 35+ leagues: all players must be 35 years or older by December 31 of the calendar year in which the league plays.
- B. **Rosters:** Team rosters must be completed and returned to the Athletics office at the time of registration.
- C. All players must be on the team roster to be eligible. Players in violation of this rule may be suspended for one calendar year. Any game in which a non-rostered player plays will be forfeited and the team will be put on probation for one calendar year.
- D. A player can be registered with only one men's or women's 11-a-side City league team, but may also be registered at the same time with a Men's 35+ team and/or a Coed Rec team. Players in violation of this rule may be suspended for one calendar year.
- E. **Add/Drop:** Players may be added and dropped from a team roster through the third week of league play. Player Add Forms must be submitted to the Athletics Office before a new player is eligible. Add Forms must be submitted by 6:00 PM

the business day **prior** to your game day to be eligible to play that week. For Sunday games, the Add Form must be submitted to the Athletics Office by 6:00 PM the prior Thursday; for Monday games the Add Form must be submitted by 6:00 PM the prior Friday.

- F. **Late Add/Drop Forms:** Teams may add players to their roster after the Add/Drop deadline has passed. A \$10.00 late registration fee will be charged for each player added after the deadline. Add Form submission day and time requirements are the same as listed in “E” above.
- G. **Changing Teams:** If a player chooses to change teams he/she may do so, however, he/she may not play for two different teams during the same week.
- H. **Insurance:** All players are responsible for their own personal insurance. Players also understand that there are inherent risks in soccer and assume those risks.

VI. SANCTIONS

- A. **Yellow Cards:** Any player accumulating three yellow cards or equivalent sanctions for misconduct during the season will receive a one-game suspension. Any coach/manager or team member on the sidelines found to be disruptive to the game may be given a yellow card.
- B. **Red Cards:** Any team member receiving a red card must leave the site of the playing area within one minute. If the ejected team member does not leave the premises within this time limit, the game will be forfeited. Any player who does not report his/her name as requested by the official or reports a false name after a red card will be suspended for the rest of the season. The game in which he/she participated will be forfeited.

If a player receives a red card, he/she shall receive a minimum one-game suspension. Any player receiving two red cards or one red card and one suspension will be suspended from the league for one calendar year.

- C. **“Soft” Red Cards:** Ejections considered as “soft” red cards (receiving a second caution in the same game) will be counted as two yellow cards for administrative purposes.

A red card issued for a “professional foul” such as an intentional handball to prevent a goal or a breakaway foul will result in the player being ejected from that game only. This type of “soft” red card will be counted as a yellow card for Athletics administrative purposes.

VII. SPECIAL RULES OF CONDUCT

- A. **Player Identification:** All rostered players must show picture ID to a referee before each game. Players arriving after the game has started will not be allowed

to enter the game until ID is provided to the referee.

➔ **NO ID – NO PLAY – NO EXCEPTIONS!**

Valid picture ID includes: Driver's license, Oregon ID card, school ID, passport.

- B. **After Game Behavior:** Players shall not display unsporting behavior toward an official after the game. Such behavior will be reported to the Athletics staff and action equivalent to that resulting from a yellow or red card may be taken. After-game abuse toward referees will not be tolerated.
- C. Team conduct will be judged by the referees at the conclusion of each game. Teams not displaying good sportsmanship may be placed on probation or suspended from the league. Contact the Athletics staff for more details.

VIII. SITE REGULATIONS AND POLICIES

- A. Alcoholic beverages are not allowed at any park or school district facility.
- B. Smoking is not allowed on the playing field, anywhere inside the artificial turf stadiums or on any school grounds (including school parking lots).
- C. Beverage containers made of glass are not allowed.
- C. Parking is prohibited in areas not specifically designed for that purpose. Violators may be ticketed or towed.
- D. Artificial Turf Field Regulations and Policies:
 - 1. Dogs are not allowed inside the stadium fence.
 - 2. No sunflower seeds, gum and/or peanut shells are allowed on the artificial turf fields.
 - 3. Players may not use cleats that have any metal exposed.

IX. UNIFORMS AND EQUIPMENT

- A. **Game Ball:** Home teams must provide the game ball.
- B. **Jerseys (t-shirts):**
 - 1. **Numbers:** Teams must have PERMANENT numbered jerseys of the same color for all players by the first game. Numbers should be visible on either on the front or the back of the jersey. Failure to comply with these regulations will result in the non-jerseyed player(s) not being allowed to play. If the team cannot field five players in regulation uniforms (plus the goalie), the game will be forfeited.
 - 2. **Standby Jerseys:** Teams are required to provide their own numbered standby jerseys. The designated home team must wear the standby jerseys when both teams have similarly colored jerseys. In tournament play, a coin flip by the referee will determine which team is the home team.

- C. **Shinguards:** Shinguards made of rubber, plastic, polyurethane or similar substance and completely covered by socks are required for all players.
- D. **Playing Equipment:** Nets and cones will be provided. Teams are required to put nets up and take them down when playing on grass fields (nets stay up on artificial turf fields).
- E. **Braces & Jewelry:** All braces must be adequately wrapped with slow recovery foam or a neoprene sheath. Hard casts, regardless if padded, on any part of the body are not allowed. **Jewelry is not permitted.** This includes rings, bracelets, earrings (including post or stud earrings), and necklaces. Emergency medical necklaces or bracelets may be worn but must be taped to the body. Any player found to be wearing illegal equipment will be asked to leave the playing field and cannot enter until the next dead ball.
- F. **Bleeding:** For the safety of all involved, participants will not be allowed to participate following an injury where blood is present until proper bandaging of the injured area prevents any and all leakage, and the removal of any tainted clothing articles has occurred. Participants returning to play should first check in with the official to determine if no further risk to themselves or others is apparent or likely.
- G. **Eye Wear:** Players who need to wear Eye Wear (to include, but not limited to, eye glasses and goggles) must complete an Eye Wear Release form before playing. Forms are located at all field sites (field barrels or Ascot shed).

X. LEAGUE GAME RULES (★Designates new rule)

Any rules not stated below will be governed by FIFA rules.

- A. All teams must have at least six players to start the game. If, at any time after the game has started, a team has fewer than six eligible players, the game may continue as long as it is competitive in the referee's judgment.
- B. Each game will consist of two 45-minute halves and a five-minute halftime break. If, in the referee's judgment, weather conditions and/or darkness prevail, the game can be shortened. Games ending with the score tied will stand unless it is a tournament game.
- C. All games are played regardless of weather conditions unless contacted by the Athletics staff.
- D. Substitution into the game is unlimited. Players may enter the game after receiving the official's permission at the following situations:
 - 1. **Team in possession of ball:** Throw-in, corner kick, free kick. If the team in possession of the ball substitutes then the other team may also substitute.

2. **Either team can substitute:** Halftime, following a goal, injured player (after play is stopped), cautioned player, goal kick.

- E. **★Team Advantage (Women's B League only):** At any time during the game that a team is ahead by 5 points, the opposing team may add an additional player to the field to create a one-player advantage (e.g. 12 players v. 11 players). Once the team with the additional player reduces the score to less than 5 points, the additional player must exit the field and the teams will again play with the same number of players per side.
- F. **Tie Breaker Procedure for Tournament Play:** If a tournament game is tied at the end of regulation time, the following shoot-out procedures will be enforced:
1. The referee will conduct a coin flip between the team captains. The captain winning the toss will be given the option of shooting first or second.
 2. Each team will select five players for the first round (players do not have to be on the field at the end of the regulation play to participate in the shoot-out.)
 3. Teams will alternate shooters until all five players have shot penalty kicks. If one team leads in successful shots at the end of the first round, the game is over.
 4. Each team will then shoot an attempt until one team is successful and one team is unsuccessful, at which time the game is over.
 5. If the game is still tied at the end of the second round, the sudden victory format is continued with any five players until the tie is broken.

XI. ELEVEN-A-SIDE COED RULES

- A. **Team Composition:** Teams are comprised of five male field players and five female field players. The goalie can be of either sex. Teams can play with as few as six players including the goalie. The ratio of male and female players does not have to be equal; however, no more than five men (excluding goalie) can play on the field at one time and teams must have at least two players (excluding goalie) of each sex on the field at all times.

Teams may substitute a woman for a man ONLY with the following conditions:

1. There are not five male players present to play on the field, and
2. The team that opts to substitute a woman for a man relinquishes the two-point female score (for the remainder of game regardless if additional men arrive at the field and the team goes back to 5-men and 5-women field players).

- B. **No Slide Tackles:** Any slide tackle where contact with the ball or a player is

made will be penalized with a direct free kick. As for any concurrent foul, this infraction may result in a caution (yellow card) or an ejection (red card) when, in the judgment of the referee, such infraction is persistent, deliberate, or extreme.

- C. **Scoring:** In coed leagues except A League, men's goals count for one point and women's goals count for two points. Exception: penalty kicks count for one point regardless of the gender of the kicker. In Coed A, goals scored by men and women count as one point.

XII. SEVEN-A-SIDE RULES

- A. No offsides in seven-a-side soccer.
- B. Men's and women's teams play with seven players per side including the goalie. All teams must have at least five players to start a game. If at any time after the game has started a team has fewer than five eligible players, the game may continue as long as it is competitive in the referee's judgment.
- C. Each game will consist of two 35-minute halves and a five-minute halftime.
- D. **No Slide Tackles:** Any slide tackle where contact with the ball or a player is made will be penalized with a direct free kick. As for any concurrent foul, this infraction may result in a caution (yellow card) or an ejection (red card) when, in the judgment of the referee, such infraction is persistent, deliberate, or extreme.
- E. If a player substitutes during "live play," the person leaving the field must be off the field before the substitute enters. Substitutes do not need the referees permission to enter the game unless the player has not checked in with the referee on the line-up sheet prior to the start of the game.
- F. Artificial Turf Field Layout: The field size will be 80 yards long (goals shall be placed on the 10-yard line) by 53 yards wide (football sidelines). The penalty box will extend to the 25-yard line with its sidelines visually extended from the regulation field penalty box to the 25-yard line. For goal kicks, the ball shall be placed on the 15-yard line (with regulation field goalie box sidelines visually extended).

XIII. COED REC (SEVEN-A-SIDE) RULES

- A. All Seven-A-Side rules listed above (XI) apply to the Coed Rec league.
- B. Coed teams play with three male and three female players. The goalie may be either sex. Teams must have at least two players of each sex on the field at all times.
- C. **Team Composition:** With mutual manager's consent, teams may elect to play with one more player per side (8 v 8). If teams opt to play eight-a-side, teams may play one extra player of either gender (3/4). In all cases, the goalie may be of ei-

ther gender.

- D. **Team Advantage:** At any time during the game that a team is ahead by 5 points, the opposing team may add an additional player to the field to create a one-player advantage (e.g. 8 players v. 7 players). The player added may be either male or female. Once the team with the additional player reduces the score to less than 5 points, the additional player must exit the field and the teams will again play with the same number of players per side.
- E. **Scoring:** Men's goals count for one point and women's goals count for two points. Exception: penalty kicks count for one point regardless of the gender of the kicker.

XIV. FORFEITS

- A. It is the responsibility of each team to be on time. A team not ready to play at the scheduled game time shall forfeit the game. **Eleven-a-side teams must have six players to start the game; 7-a-side teams must have five players to start the game.** Forfeits shall be recorded as a 3-0 score.
- B. Games will not be rescheduled under any circumstance. Team managers knowing in advance they are unable to field a team are responsible for calling the Athletics staff.
- C. Teams forfeiting two or more games will have to register as a new team the next season they chose to play and will be required to post a \$50 forfeit bond.
- D. Upon mutual team managers' request, referees will officiate games forfeited due to teams not having the minimum number of players at game time or games forfeited due to uniform infractions under the following conditions:
 - 1. Game time is forfeit time. Once a forfeit has been declared by the referee, teams have 15 minutes after the scheduled game time to have at least six players on each team ready to play.
 - 2. Teams involved in the forfeit may "borrow" players from each other to meet the minimum player requirement.
 - 3. All players must be on the official roster of one of the participating teams.
 - 4. The length of the entire game will not exceed 95 minutes past the originally scheduled game time.
 - 5. All other league and game rules, sanctions and penalties shall apply.
 - 6. If, for whatever reason, one of both teams are reduced to fewer than six

eligible players, the referee will not work the game. Teams may use the remaining field time if they choose to do so.

XV. PROTESTS

Protests may be made in regard to either rule interpretation or player eligibility.

- A. **Rule Interpretation:** Notification of intent to protest must be made by the manager or captain immediately before the ball is put into play. Protests must be in writing and turned into the Athletics staff by 6:00 PM of the next working day. A \$25 fee must accompany the protest. Only teams that have their protest upheld will be refunded their \$25 fee. All protests will be reviewed by the Athletics staff and/or Soccer Advisory Committee.

Protests must include names of referee(s) and team managers, date, time and location of the game, and all essential facts involved in the matter protested.

- B. **Player Eligibility:** Protests of an ineligible player must be made in writing and turned into the Athletics staff within 24 hours of the next working day. Protests must include player name, team name, date and location of the game. A fee deposit is not required.

XVI. OFFICIALS

- A. **The Men's Competitive league** is officiated by one referee and two assistant referees. Women's B, Men's C and Coed 11-a-side leagues are officiated by the two-referee dual system. Seven-a-side leagues are officiated by one referee.
- B. The referee has the final decision during the game. The referee has full authority to take action or remove any players or spectators from the playing area when, in his/her judgment, such action is necessary to maintain proper playing conditions.

XVII. LEAGUE STANDING AND LEAGUE TIES

- A. League standings will be determined by the following method:
1. 3 points for a win
 2. 1 point for a tie
 3. 0 points for a loss
 4. 0 points for a forfeit; opposing team receives a 3-0 win
- B. In the event of a tie (two-, three-, or four-way) in the final standing, places will be determined by the following:
1. The win/loss record of games played between the teams involved in the tie.
 2. The goal spread difference of games between teams involved in the tie.
 3. If a tie remains, the team with the highest cumulative team conduct rating will decide the higher place.
 4. If a tie remains for first or second place, the goal spread difference will be calculated between each team involved in the tie and the next placed team. If

necessary, this procedure will continue down through each place until the tie is broken.

- C. Awards will be given to first and second place teams in all Men's and Women's leagues. ★Teams not represented at the mandatory Manager's Meeting will not be eligible for an award. Awards will not be given in the Coed or seven-a-side leagues.
- D. Any team forfeiting two or more games is not eligible for an award.
- E. Appreciation certificates are available for sponsors at no charge. Contact the Athletics staff for more information.

XVIII. PRACTICE FIELDS

- A. In an effort to maintain City soccer fields, all teams wishing to practice on City of Eugene owned grass soccer fields must obtain a permit through the Athletics office. A \$15.00 per hour fee is charged for all City of Eugene grass soccer fields.

The four School District 4J/City of Eugene artificial turf fields are also available to rent at a rate of \$20.00 per hour. Contact the Athletics office for more information.

Permits will be issued only if field conditions and scheduling can accommodate practices.

XIX. PLAYERS' CODE OF CONDUCT

- A. Team managers are responsible for the conduct of their team members and spectators.
- B. Physical contact with game officials (or any threat of physical intimidation or harm, including pushing, shoving, spitting, kicking, throwing at or attempting to make physical contact) will not be tolerated. Any player(s) or bench personnel committing an assault on a referee shall be ejected from the game and may be suspended for a minimum of one calendar year.
- C. No player will shove, push, lay a hand upon, or physically attack a player before, during, or after a game. The player shall immediately be red-carded and may be suspended for a minimum of one calendar year.
- D. No player shall use abusive verbal attacks or threaten a referee or player during or after the game. The player shall immediately be red-carded and may be suspended for a minimum of one calendar year.
- E. No player shall refuse to abide by the referee's decision or use tactics or demonstrations which show disapproval. Any player doing so may be red-carded.

- F. Any team or individual whose behavior is unbecoming to the Recreation Division may be expelled from competing for a minimum of one calendar year.

FIELD LOCATIONS

NATURAL GRASS FIELDS

Ascot Park: 2800 Bailey Lane (adjacent to Monroe Middle School)

Four fields: North, West, East, Track

Amazon Soccer Field: 680 E. 24th (behind Roosevelt Middle School)

Ida Patterson North Soccer Field: 14th & Chambers (adjacent to Chavez Elementary School)

Petersen Barn Soccer Field: 870 Berntzen Road (off Royal)

Two fields: Large, Small

Maurie Jacobs Park Soccer Field: East end of Fir Street, off River Road

ARTIFICIAL TURF FIELDS

Churchill High School: 1850 Bailey Hill Road

North Eugene High School: 200 Silver Lane

Sheldon High School: 2455 Willakenzie Road

South Eugene High School: 400 East 19th

Please park in parking lots. Cars parked in yellow zones, fire lanes, or on grass will be subject to ticketing and/or towing.